

Abstract

Techniques for gathering and tracking build information are described. Builds are registered initially. When a test execution is performed, a matching build is automatically determined from those previously registered builds as matching the software under test for a particular session. This information is tabulated in a database in accordance with additional software and hardware or platform information describes the environment in which a program executes. The platform information includes software component information and system configuration information uniquely identifying a particular instance of an environment. Data stored in the database is then analyzed and available for performing queries, for example, such as regarding code volatility and determining testing associated with a particular build.